



# INTRODUCTION TO APPEON POWERBUILDER

**This course introduces students to the Appeon PowerBuilder development environment. Each component of the PowerBuilder Classic IDE is covered in the context of using PowerBuilder to develop GUI-based client/server business applications.**

## Overview

This course introduces students to the Appeon PowerBuilder development environment. Each component of the PowerBuilder Classic IDE is covered in the context of using PowerBuilder to develop GUI-based client/server business applications. Upon successful completion of this course, the student should be able to:

- Use the System Tree to create workspaces and targets.
- Use the Application Painter to create application objects.
- Use the Window Painter to create windows.
- Use the PowerScript language to write scripts to perform required processing.
- Create user functions and user events.
- Use the DataWindow Painter to create Data W

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- Use the Database Painter to define extended attributes and manage database tables.
- Use the Menu Painter to create traditional and contemporary menus.
- Debug PowerBuilder applications.
- Package a PowerBuilder application for distribution.
- Discuss the alternative deployment types, including pcode and machine code.

A series of written and lab exercises will be used to reinforce the classroom education

## Audience

Developers responsible for the design, development, implementation, and maintenance of client/server applications using Appeon PowerBuilder

### Prerequisites

- Basic knowledge of the Windows operating system.
- Introduction to SQL, or equivalent experience.
- Experience in a programming language, such as COBOL, Visual Basic, C++, or Java.

## Length

5 days

## Outline

### Course Agenda

#### Introduction to PowerBuilder

- Role of PowerBuilder in Application Development
- PowerBuilder Application Architectures

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- Painter Structure
- Customizing Toolbars
- The System Tree
- The Clip Window
- Managing Painter Views and Panes
- Object Browser

### Creating an Application

- Creating Workspaces
- Creating Targets
- Creating Application Objects
- Application Object Properties

### Creating Windows

- Types of Windows and Controls
- Building Windows
- Window Inheritance

### PowerBuilder Scripts

- Language Syntax
- Using the PowerScript Painter
- Control Structures
- PowerScript Functions
- Structures
- Script Inheritance

### User Defined Function and Events

- Global Functions versus Object Functions
- Creating User Functions
- Defining User Events
- Invoking User Events

### Creating DataWindows

- Presentation Styles

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### Implementing DataWindows

- Associating DataWindow Objects with DataWindow Controls
- Transaction Objects
- DataWindow Functions

### DataWindow Updates

- Controlling Updates
- Data Validation Process
- Transaction Management

### Creating Menus

- Menu Styles
- Creating Menu Bars and MenuItems
- Menu Events and Scripts
- Popup Menus
- Menu Inheritance

### MDI Applications

- MDI Window Types
- MDI Related PowerScript Functions
- MDI Menus
- Toolbars

### Distributing the Application

- Creating an Application Executable
- PowerBuilder Resource Files
- PowerBuilder Dynamic Libraries
- Creating a Machine Code Executable

### Supplemental Topics (as time permits)

- The PowerBuilder Classic Debugger
- Managing Database Tables
- The Library Painter

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